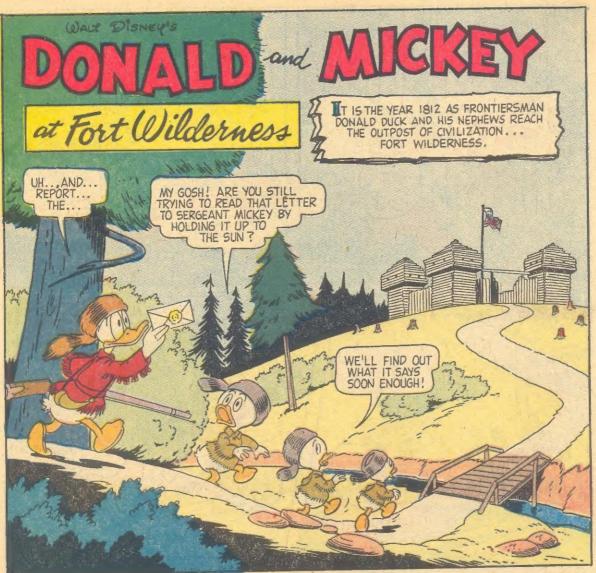


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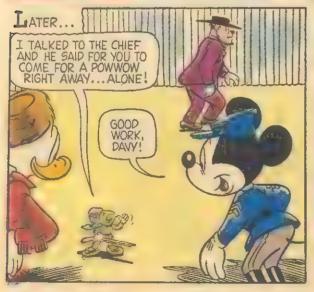






























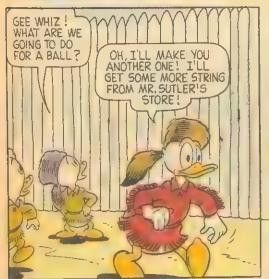






















































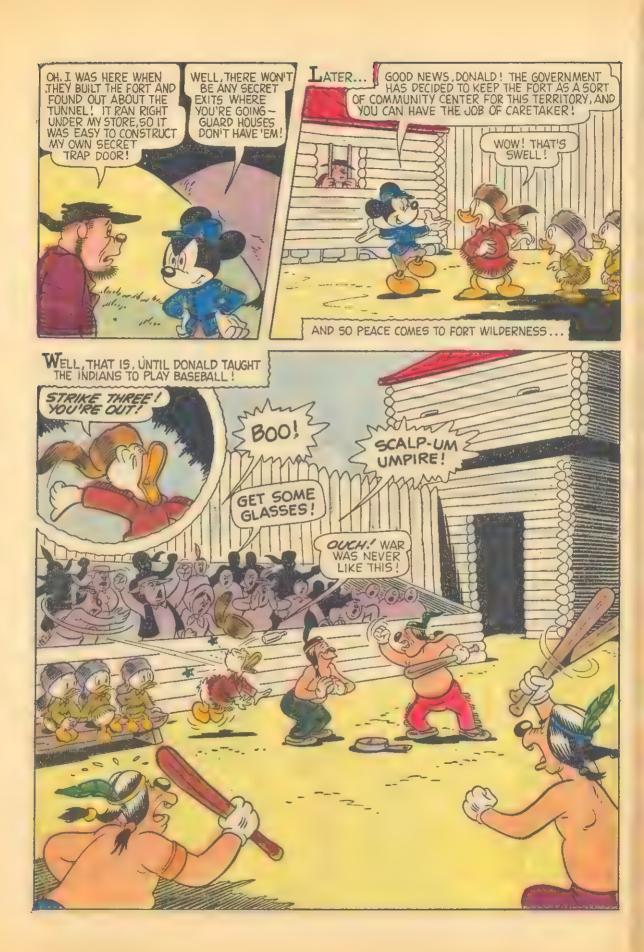


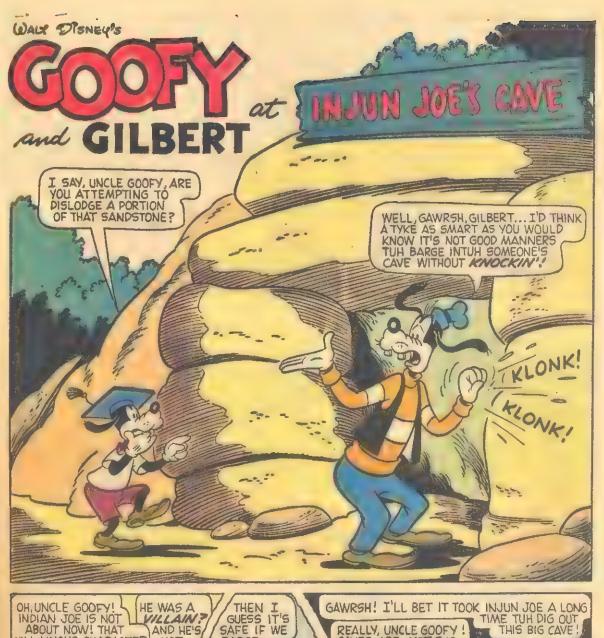




















































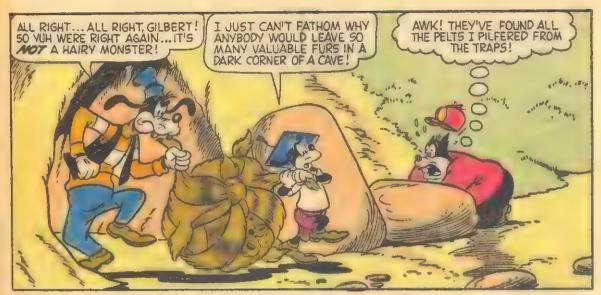








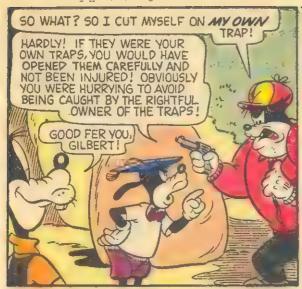




















































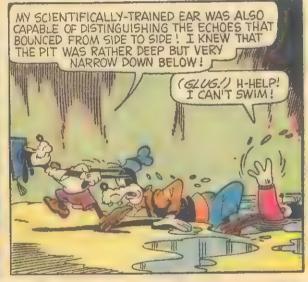


















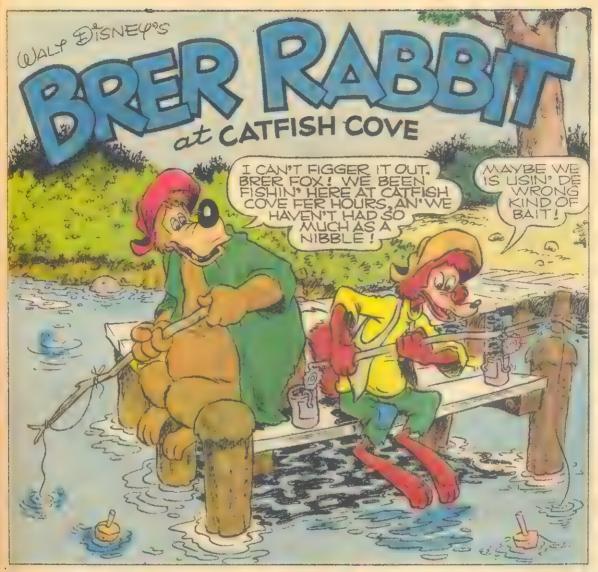












































































































































WALF DISNEY'S

## Eat SMUGGLER'S













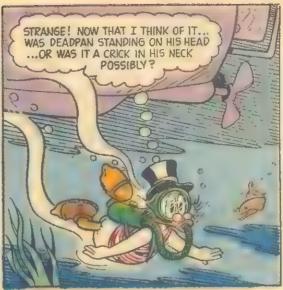




THEY MUST HAVE GUESSED THAT UNCLE SCROOGE DOESN'T TAKE SUBMARINE TRIPS UNLESS THERE'S BIG MONEY INVOLVED!



















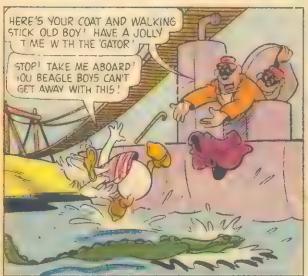














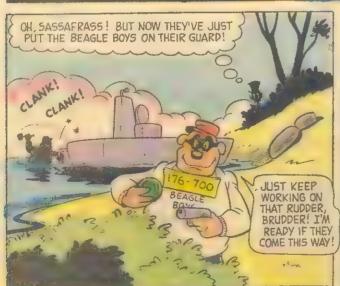










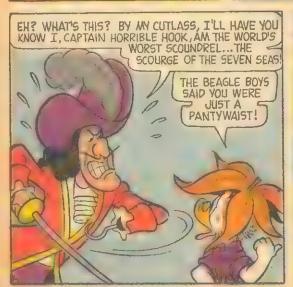






































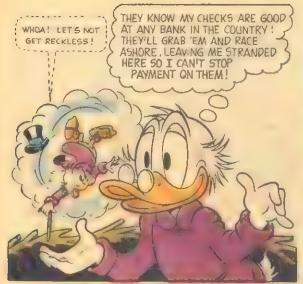


















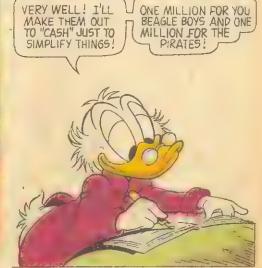


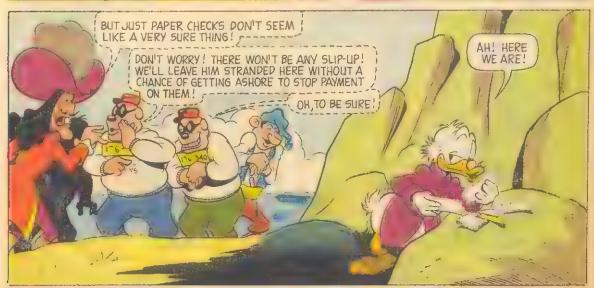






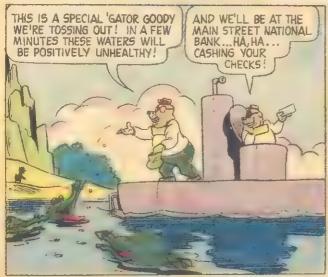










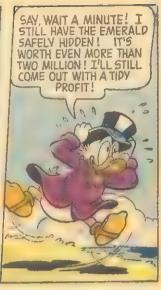




























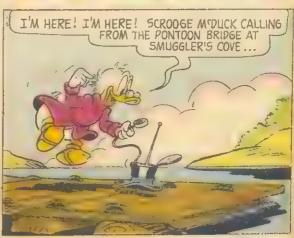
































































































































































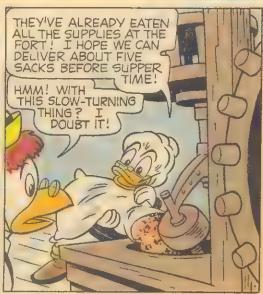










































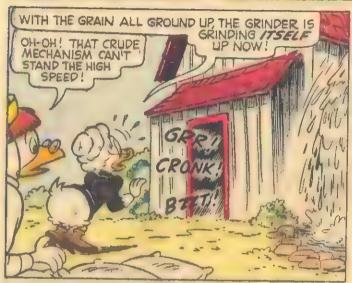




















































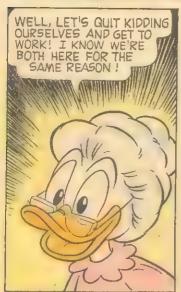




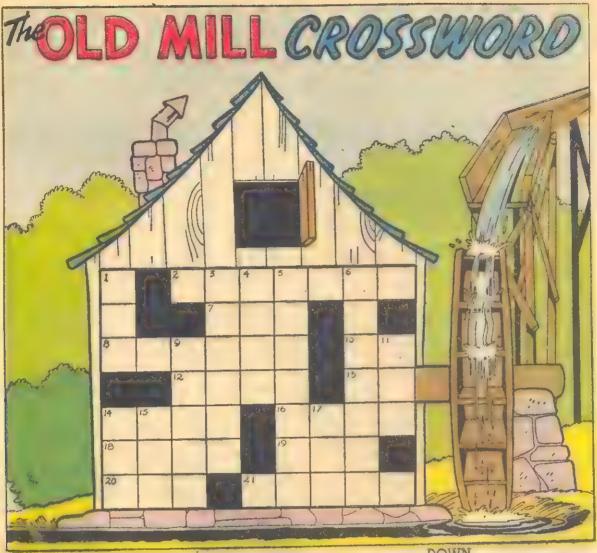












CR		

- 2. A hawk sometimes \_\_\_\_\_ in the air searching for prey
- 7. Large expanse of water that is less than an DOWNER
- 8. Long firearms used to defend the fort
- 10. Nickname for father
- 12. Craft used to transport Tom Sawyer to the island
- 13. A falsehood
- 14. The water falls \_\_\_\_\_ the water wheel which turns to grind corn into meal
- 16. A frame or machine used to weave cloth
- 18. The waves wash upon shores of
- 19. People and animals grow two of these, a stalk of corn may grow many
- 20. A small animal usually present at picnics
- acorns into nut mush

### DOWN

- 1. The hairy coat of Chip and Dale
- 3. A small bit of land in Frontierland that belongs to fom Sawyer
- 4. A ridge of sand or rocks lying near the surface of the water
- 5. Large fortified buildings usually belonging to noblemen
- 6. To search over the island
- 9. The bow is the \_\_\_\_\_ of a ship
- 11. To point a gun at a target
- 14. Initials signifying the country represented by the flag flying over Fort Wilderness
- 15. Utensil sometimes used for finding gold in streams
- 21. Dale \_\_\_\_\_ the millkeeper to grind his 17. Chip and Dale found a house in a large old \_\_ tree

To check your answers, see the last page of this book.

### THE GHOST OF INJUN JOE

First, you will need an empty round salt box, with the pouring spout removed. Then, cut out and paste circle No. 1 over one end of the box and make the peep hole. Now, remove the other end carefully and paste circle No. 2 on the inside of it. Next, cut out Figures 3, 4, and 5, and fold the tabs. Paste Figure 3 to the top of the inside of the salt box, 1½ inches from the open

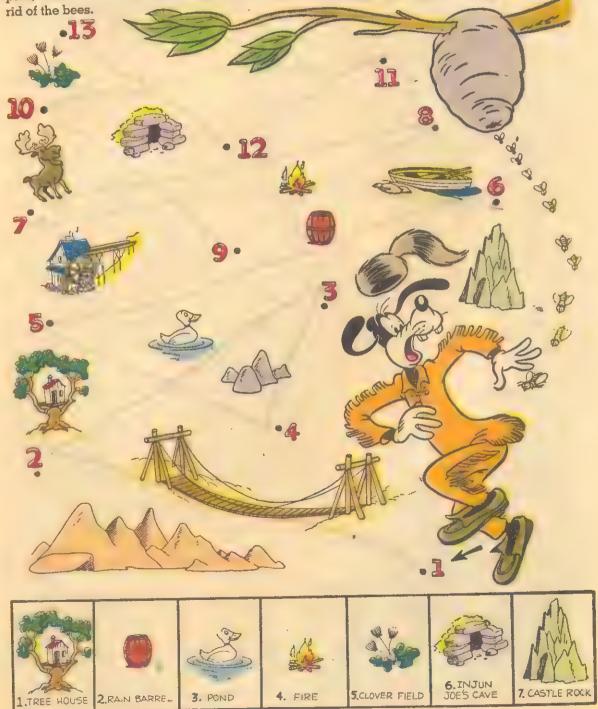
back, and paste Figures 4 and 5 below, ½ inch apart. Make two narrow slits (A and B). ½ inch from the open end, and replace the back lid, taping it closed. Cut out the ghost of Injun Joe and insert him through the bottom slit (B). While holding slit A under a light, wiggle Injun Joe to create ghostly shadows inside the cave.



## The BEE-SIEGED GOOFY



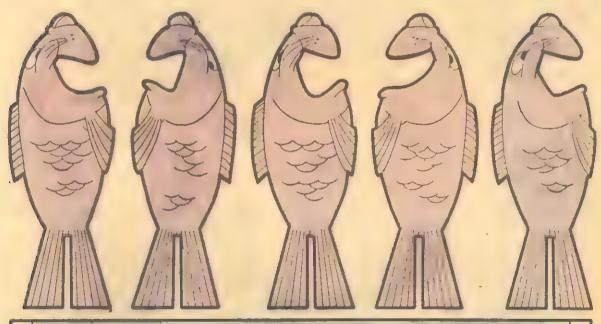
Goofy is on the run! He stumbled into a bee hive and now the bees are mad! Follow Goofy's wild path by drawing straight lines from number to number. When you reach thirteen, count the number of times Goofy crossed his own path, and check with the corresponding number below to discover how he got



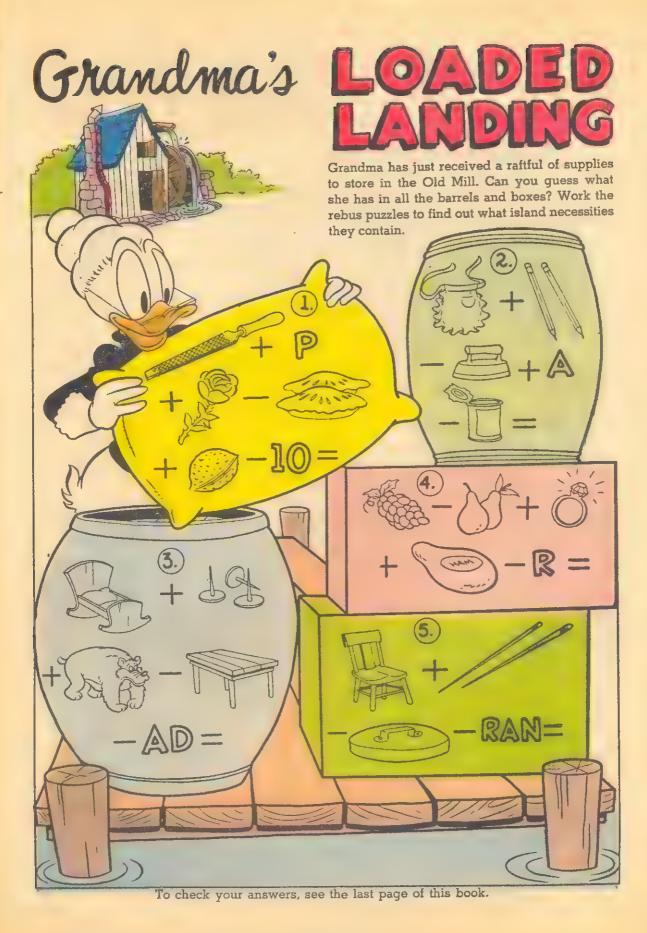
## CATFISH COVE GAME

Brer Rabbit is out for a good time catching some good catfish. You can go fishing, too! Simply paste the fish, hook, and strips of water on cardboard and cut out. Join the strips of water to make a circle, as pictured, and stand the fish in place by slipping the slits in their tails over the circle. String the hook to a short stick, and you are ready to test your skill at hauling in the catfish! To make it a game, each player keeps pulling in the fish until he drops one. Then the turn passes to the next player. Keep score by counting each haul, and the game can last any number of turns.







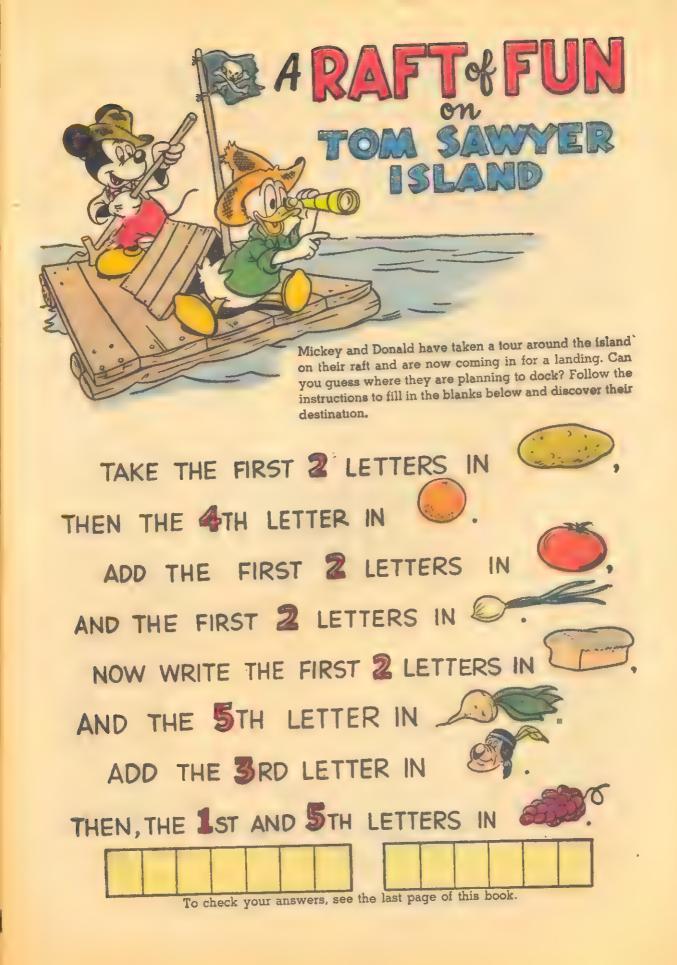


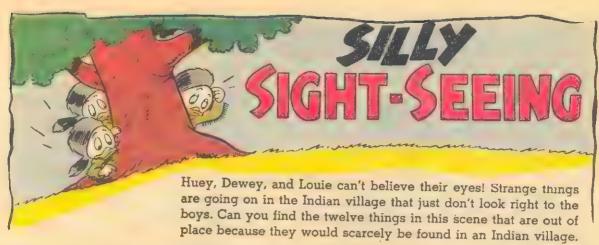


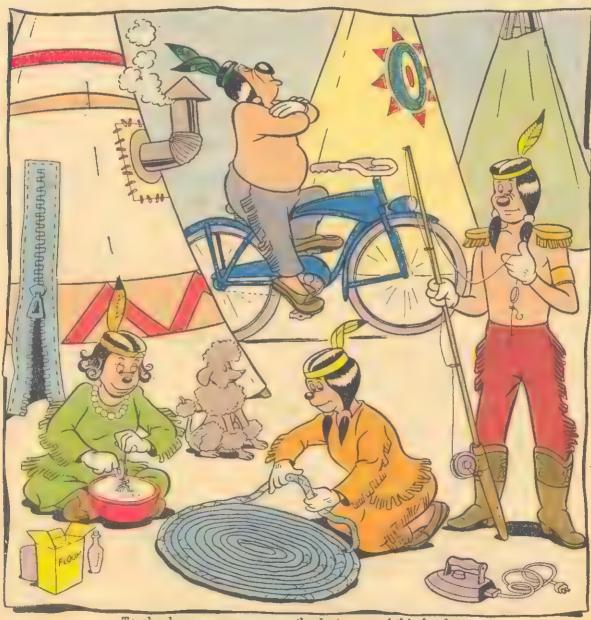
Davy has dreamed up a fearsome game for an afternoon of good fun! First, paste the three circles on cardboard and cut out. Then, glue the head and tail of the b'ar back to back to use as a flipping piece. Now, you need about thirty dried beans to use as "b'ars," and two differently colored buttons for "men." Place the dried beans in the center of the circle, or "trap." Each player places a man on START. Taking turns, flip the b'ar; if he lands heads up, move two squares—

if he lands tails up, move one square. The player takes as many b'ars out of the trap as indicated by the number on the square on which he lands. If he lands on START, he loses that turn. Continue the game, moving around the circle in the direction of the arrows, until all the b'ars are out of the trap. The player having the most b'ars at the end of the game wins the title, "champeen b'ar trapper!"

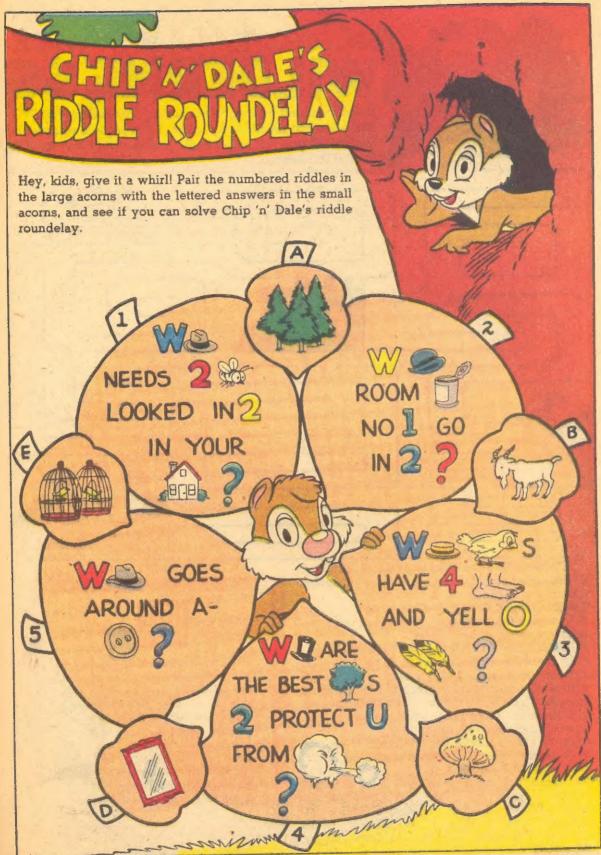




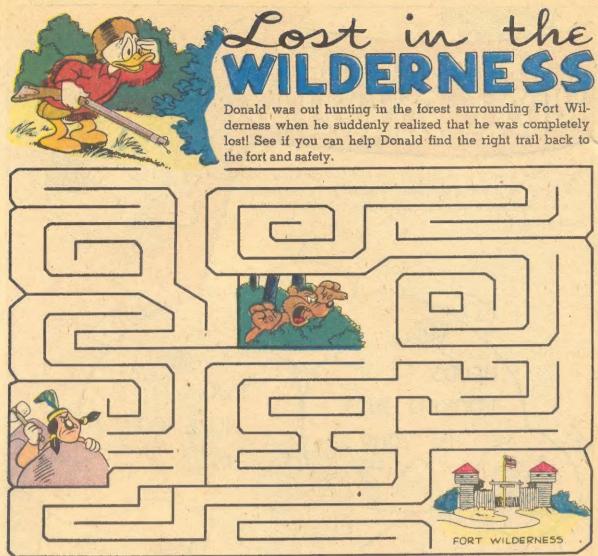




To check your answers, see the last page of this book.



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ANSWERS TO GAMES AND PUZZLES
Grandma's Loaded Landing: 1. flour 2. apples
3. crackers 4. gingham 5. cheese

The Bee-sieged Goofy: 5—Goofy ran to a clover field where the bees quickly decided the flow-

ers were sweeter than Goofy!
A Raft of Fun: PONTOON BRIDGE

Silly Sight-Seeing: 1. smokestack on tepee 2. zippered entrance 3. egg beater 4. curls on squaw 5. commercial ingredients 6. chief on bicycle 7. French poodle 8. braided rug 9. electric iron 10. cowboy boots on brave 11. epaulets on brave 12. rod and reel

Chip 'n' Dale's Riddle Roundelay: 1. D—mirror 2. C—mushroom 3. E—two canaries 4. A—fir

(fur) trees 5. B-qoat

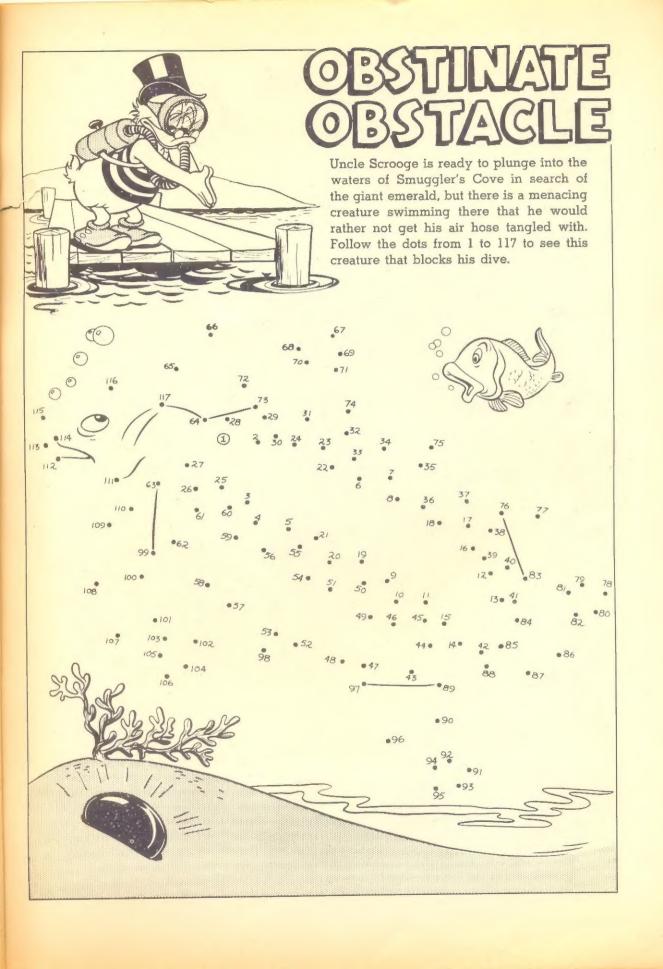
The Old Mill Crossword: DOWN: 1. fur 3. island 4. reef 5. castle 6. explore 9. front 10. pa 11. aim 14. USA 15. pan 17. oak; ACROSS: 2. circles 7. sea 8. rifles 10. pa 12. raft 13. lie 14. upon 16. loom 18. sand 19. ear 20. ant 21. asked





TO PARENTS

The Dell Trademark is, and always has been, a positive guarantee that the comic magazine bearing it contains only clean and wholesome entertainment. The Dell code eliminates entirely, rather than regulates, objectionable material. That's why when your child buys a Dell Comic you can be sure it contains only good fun. "DELL COMICS ARE GOOD COMICS" is our only credo and constant goal.



# Raise the FLAGover FORT WILDERNESS



The year is 1812. Each morning at dawn, Sergeant Mickey and Frontiersman Donald raise the flag over Fort Wilderness. To reconstruct this early morning scene, paste the framed scene on cardboard and cut out. Now, poke a sharp-pointed pencil through the dots at Donald's hand and the top of the flagpole. Then, push a piece of string fourteen inches long through the holes and tie behind the picture, at the top of the flagpole. Next, cut out the double flag and fold in the center, pasting the flags back to back around the string just above Donald's hands. To raise the flag, pull the knot down until the stars and stripes fly high over Fort Wilderness!

